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Halo: Contact Harvest



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Par Joseph Staten : Halo: Contact Harvest before purchasing it in order to gage whether or not it would be worth my time, and all praised Halo: Contact Harvest:

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Description :

Prsentation de l'diteurThis is how it began . . . It is the year 2524. Harvest is a peaceful, prosperous farming colony on the very edge of human-controlled space. But we have trespassed on holy ground strayed into the path of an aggressive alien empire known as The Covenant. What begins as a chance encounter between an alien privateer and a human freighter catapults mankind into a struggle for its very existence. But humanity is also locked in a bitter civil war known as the Insurrection. So the survival of Harvests citizens falls to a squad of battle-weary UNSC Marines and their inexperienced colonial militia trainees. In this unlikely group of heroes, one stands above the rest . . . a young Marine staff sergeant named Avery Johnson.From

Publishers Weekly The battle for humanity continues in this latest addition to the bestselling franchise based on the mega-popular video games. Narration is split between Holter Graham and Jen Taylor, who each try their very best to make the material as urgent and important as possible. However, as good as Graham is, pushing the line between corny and downright brilliant in his delivery, Taylor jumps far over the believability line, overemphasizing every word as if the audience is incapable of understanding what she's trying to say. Her cheesy dialects and over-the-top accents detract from the tension and suspense that Graham offers. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. Audiofile For fans of the HALO video game franchise, here's just what the doctor ordered. This novel, by game designer and first-time novelist Joseph Staten, takes place before the events in the first Halo game, laying the foundation for the conflict that drives the series. Holter Graham carries most of the narrating duties, firing off military phrases and model numbers like a seasoned veteran. Graham also reads the sections told from the alien point of view, and Jen Taylor performs those told from the point of view of an artificially intelligent being. The story adds background depth to the game, and, judging by the print version's time on the bestseller list, gamers appreciate it. S.D.D. AudioFile 2008, Portland, Maine--
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